

Yiğit Acet

XR / Real-Time 3D Practitioner | Prospective PhD Applicant

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RESEARCH INTERESTS

Human-computer interaction; XR usability and interaction; immersive environment design and real-time systems; human-AI interaction; AI-assisted XR development.

Industrial Design graduate from METU with 5+ years of professional Unity, VR/XR and real-time 3D experience, including medical and psychological VR simulations for TÜBİTAK-funded projects. Seeking doctoral training to investigate how immersive design and performance constraints shape interaction, and how AI-assisted workflows can support XR development.

EDUCATION

Middle East Technical University (METU)

B.Sc. Industrial Design | January 2021

6× High Honor Student

XR & RESEARCH-RELEVANT EXPERIENCE

Simovate Technologies

3D Designer · Contract | Nov 2025–Present

- Create and optimize high-fidelity 3D assets for VR applications within real-time performance budgets, balancing visual fidelity with technical constraints.
- Collaborate with engineering teams on asset integration and review visual consistency across VR modules; produce architectural visualizations to communicate spatial design decisions.

Metaverse Software

3D Designer · Contract | May 2025–Oct 2025

- Designed immersive environments and interfaces for a psychological support application across VR and mobile platforms.
- Optimized assets through LOD creation and texture baking, achieving stable 90 FPS on mobile VR headsets; developed modular seating customization with fabric and color variations.

Rapsodo Sports Inc.

3D & Product Designer | Mar 2024–Apr 2025

- Led design and visualization for a PC-based HDRP golf simulation; optimized large Unity environments to balance photorealism and real-time responsiveness.
- Designed and prototyped mini-golf and driving-range experiences, translating sports data into interfaces and defining user flows with product managers.

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XR AND RESEARCH-RELEVANT EXPERIENCE · CONTINUED

VRotto Software

3D Designer · Contract | Oct 2023–Mar 2024

- Created realistic environments, characters and props for medical and psychological VR simulations within TÜBİTAK-funded research projects.
- Developed interactive UI systems and 3D assets for VR training applications for Durmazlar Holding and Bosch.
- Managed asset creation, scene assembly and navigation design for an architectural walkthrough, and maintained visual consistency across VR headsets.

Reo-Tek

3D Designer | Jun 2021–Sep 2023

- Modeled and textured 300+ PBR-ready props for a TEDAŞ VR training application, establishing a reusable asset library.
- Designed interfaces and interactive experiences for touch-based museum software; used A/B testing and user feedback to iterate on usability.
- Collaborated with developers to resolve technical feasibility constraints and translate design concepts into working software experiences.

Stellantis Automotive

Product Intern | Mar 2022–Jul 2022

- Developed wireframes and interactive prototypes for in-vehicle touchscreens, focusing on human-machine interfaces for advanced driver assistance systems.
- Designed graphical interfaces for smart applications and electric micromobility displays; presented concepts to senior design leadership.

TECHNICAL AND RESEARCH SKILLS

Immersive systems Unity; VR/AR development; real-time 3D; HDRP/URP; spatial interaction.

Optimization and rendering Performance budgets; LODs; texture baking; lighting; asset and environment optimization.

3D production Blender; Substance Painter; PBR texturing; UV mapping; high-fidelity modeling; CAD tools; Adobe Creative Suite.

Interaction and prototyping Figma; user flows; wireframing; interactive prototypes; HMI; design systems.

Evaluation in professional practice A/B testing; user-feedback-informed design iteration; cross-functional design reviews.

Emerging practice Exploration of AI-assisted 3D production and XR development workflows.